

DIPLOMANIA

INCLUDES HYDROPHOBIA

DIPLOMANIA Supplement ---- N3F Games Bureau Diplomacy Division ---- Issue Number 41
Editor and Publisher: Don Miller - - - - - 15 November 1968
This issue contains Postal Diplomacy Games:

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PRC(1967AP) (S06) (pg 3)	DEE-A(1966Mn) (F08) (pg 5)	(Still 42 to go....)
PWC(1968E) (Su04) (pg 3)	DEE-B(1966AMn) (F08) (pp 5,6)	

The Players -- Complete roster appeared in both DPBA #'s 39 & 40. ADD: Beyerlein(DEE), Hoheisel(FKF), Naus(PRC, PYC), Nurse(DIH), Reiter(DDD), Schelz(PKC, PXC, DFE, DKJ, PME); DELETE -- Beyerlein(PRC), Hoheisel(DDD, DIH), Miller(DEE), Tretick(SEE); ADD PHONE NUMBERS: Halle (change): 904-964-5427; Leitch, 769-0896; Naus, 714-477-8520. Phone numbers still needed for: Greene, Latimer, Maier, Munroe, Turner, Wittman.

Replacement Players -- Needed for SEE(TUN/WAR, and possibly a couple of other countries), and possibly for PCA(ENG), PLC(A-H), DEE(FRA, GER, RUS), XF(TUR), and maybe a couple of countries in PXC. See DPBA's 40 and 41, under appropriate games, for further info. Replacement positions are free; rules will be furnished at no charge.

The Gamesmasters -- For all games but DHG, Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (ph 301-933-5417; call only between 8 & 10 p.m. EST Mon. or Thurs.). For DHG, Terry Kuch, 4242 E-W highway, Chevy Chase, Md., 20015 (ph. 301-OL6-5845; if calling long-distance, call person-to-person. Guest-Gamesmasters (local, please) needed for DFE and FHD (or, someone can take over Gamesmastering these games entirely, publishing them in their magazine); we are offering these games up for "adoption" because we wish to remain a player in them.

The "House-Rules" -- As published in DIPLOMANIA #18; read these very carefully -- they are mandatory. See also voluntary "Golden Rules" in DPBA #28 or 29.

Miscellaneous -- AUX ARMES! #2 is being distributed with this issue of DPBA (subs 10/\$1, #1 20¢). Replacement players (free) needed as stand-bys for HYPERECONOMIC DIPLOMACY, just in case. Also needed are politically-minded non-players to participate in World Government (\$1. for which you get unlimited sub to AUX ARMES! for as long as you are active; free to traders & subbers to AUX ARMES!) (choose any country in the world in 1900 except those already in the game). ##### DIPLOMANIA #21 is out. Subs. 5/\$1 (25¢ a copy). ##### Openings still exist in Dave Lebling's GLOCKORIA and Buddy Tretick's LA GUERRE; see DPBA 38 or 40 for details. ##### DIPLOPHOBIA is weekly; subs are 10/\$1, all sent 1st-class. Address code: P, Player in game within; S, Sample; T, Trade; W, Subscriber (no. indicates last issue on sub); X, Last issue, unless.... ##### Some of you had better watch the deadlines a bit more carefully; we are sorry they are a bit tight -- please bear with us; things will loosen up when we go back to tri-weekly after the first of the year.

-- DLM

DIPLOMANIA

%D. Miller

12315 Judson Road
Wheaton, Md., 20906

TO:

FIRST CLASS MAIL

PCA (Variant-Regular Game #2) -- EUROPE QUIET AS ENGLISH, ITALIAN GUNS ARE SILENT!
WHERE ARE THE WARRIORS?

The Players -- Monte Zelazny (ENG), are you still in game? If so, please respond (and send FALL moves) NLT 3 December. Anyone wanting to take over ENG do the same by 3/12. SPRING, 1913 moves --

ENG (Zelazny?) -- A's Mar, Bel, Lon, Hol, Ber, Lvn, Sil, Par (U); F's Spa(SC), Naf, Mid, Pic, EnC, Kie, NtS, Bal, Tun (U).

ITA (Latimer) -- A's Tri, Pic, Vie, Mun, Boh, Gal, Rum, Con (U); F's Tyn, Lyo, Ion, Bla, Smy (U).

TUR (Harrison) -- A War (S) A Sev-Mos; A Ukr (S) A Sev-Mos; A Sev-Mos; A Ank-Smy.

Propaganda --

Kiev -- To the World: The computer experiment has now ended and I will play the game henceforward myself.

Kiev -- Italy: If you attacked Sevastopol England will capture Moscow. I am reconciled to the fact that you will take Ankara. But do not hinder me around Warsaw and Moscow or one will fall. ##### Warsaw is prepared to cut Silesia in an attack on Munich during 1914. But only if you lay off Sevastopol.

Deadline for FALL, 1913 moves (no SUM retreats) -- Noon, Tues., Dec. 3.

PFC (Regular Diplomacy Game #1) -- RUSSIAN UNITS ENVELOP ENGLAND, AS ITALY COMPLETES SWEEP THROUGH FRANCE, FACES RUSSIA IN LOW-LANDS!

The Players -- Hoheisel is still playing A-H. Thanks to all of you who sent in replacement moves.

SPRING, 1910 moves --

A-H (Hoheisel) -- A Gal (S) A Bud; A Bud (S) A Gal.

ENG (Gemignani) -- F Lon-NtS.

ITA (Huff) -- F Ion (H); F Nap-Tyn; A Rom-Ven; A Ven-Tyo; A Mun (H); A Tyo-Vie; A Par-Pic; A Bur (S) A Mun; F Bre (S) A Par-Pic; F Mid-EnC; F Lvp (H).

RUS (Schelz) -- F Nwg-Cly; A Edi (S) F Nwg-Cly; F EnC-Wal; F Bel-EnC; F NtS (S) F Bel-EnC; A Ber-Mun (no A Ber); A Sil-Boh; A Ruh-Bur; A War-Sil; A StP-Lvn; A Mos-Sev; A Kie (U).

TUR (Lebling) -- F Tri (H); A Ser (S) F Tri; A Rum-Ukr; A Sev (S) A Rum-Ukr; A Bul-Rum; F Bla (S) A Bul-Rum; A Gre-Alb; A Smy-Gre; F Aeg (C) A Smy-Gre.

Propaganda --

England -- Russia: Now is the time to do your thing as you promised -- and I don't mean double-cross.

Moscow -- It is regretted here that the English Queen had thought that she had made any agreements with the Russian people -- no such agreements have been recorded here; if they had been, they would have been kept.

Moscow -- Constantinople: We are awaiting your reply. In lack of better things to do, Moscow attacked Sevastopol (just in case you felt like returning it).

Deadline for FALL, 1910 moves -- Noon, Tues., Dec. 3 (no SUM retreats).

PLC (Regular Diplomacy Game #6) -- ENGLAND SHAKEN AS GERMAN NAVY OCCUPIES LONDON! AUSTRO-HUNGARIAN EMPIRE ON LAST LEGS!

The Players -- Dick Bryant (A-H), are you still playing? If so, send retreat by Nov. 26. Anyone wanting to take over A-H also send retreat by Nov. 26.

SPRING, 1908 moves --

A-H (Bryant?) -- A Ser (U); A Gre (U) (D (Alb, o.b.)).

ENG (Carey) -- F Edi-NtS; F Nwy (S) F Edi-NtS; F Nwg (S) F Edi-NtS; F Lon (S) F Edi-NtS (F Lon D (Wal, Yor, o.b.)).

FRA (Leitch) -- F Bre-Mid; A Spa-Por; A Par-Gas.

GER (Tretick) -- F NtS-Lon; F EnC (S) F NtS-Lon; A Bel (H); F Den-NtS; F StP(NG)-Nwy; F Kie-Bal; A Mun-Kie; A Tyo (S) ITA A Tri-Vie; A War-Gal; A Mos-Ukr; A Sev-Rum; A Mar (H).

ITA (Huff) -- A Tri-Vie; A Boh (S) A Tri-Vie; A Ven-Tri; F Adr (S) A Ven-Tri; F Lyo-Tyn; F Tyn-Tun.

PLC (Continued) --

TUR (Naus) -- F Aeg-Gre; F Smy-Aeg; F Rum-Bla; A Bul (S) F Aeg-Gre; A Arm-Ank; A Bud-Tri; A Vie (S) A Bud-Tri (A Vie (A)).

Propaganda --

Germany -- We demand the immediate surrender of England. We will not take prisoners, however, in Austria.

Deadline for SUM '08 retreats (A-H: A Gre; ENG: F Lon) -- Noon, Tues., Nov. 26 (note that FALL moves will be due NLT Dec. 10).

PPC (Regular Diplomacy Game #9) -- AUSTRIAN BLITZ CONTINUES AS REST OF EUROPE CONTINUES TO SQUABBLE!

SPRING, 1906 moves --

A-H (Tretick) -- A Mun-Bur; A Mar (S) A Mun-Bur; A Spa-Por; F Ion-Tyn; F Nap (S) F Ion-Tyn; A Tri-Ven; F Alb-Gre; A Rum-Bul; F Con (S) A Rum-Bul; A Bud-Rum; A Vie-Tyo; A Boh-Sil; A Lvn-Mos; A StP-Nwy.

ENG (Lebling) -- F NtS-Lon; F Cly-Edi; A Nwy-StP; F Den-Kie.

FRA (Naus) -- F Nat-Mid; A Lvp (H); F Lon (H); A Par-Gas; F Tyn (S) TUR A Rom-Nap; A Bur (S) GER A Ruh-Mun (GER A Ruh N.S.O.) (A Bur D (Par, Pic, o.b.)).

GER (Beyerlein) -- A Ruh (S) A-H A Mun-Bur; A Hol-Bel; A Ber-Mun; F Kie-Den.

TUR (Reiter) -- F Aeg-Con; F EMe-Aeg; F Rom-Nap; A Sev-Mos.

Propaganda -- A-H -- Austria against the World.

Deadline for SUM '06 retreat (FRA: A Bur) -- Noon, Tues., Nov. 26 (note that FALL moves will be due NLT Dec. 10).

PRC (Regular Diplomacy Game #11) -- COUP IN GERMANY!

The Players -- Hal Naus is now playing GERMANY in place of Beyerlein.

SPRING, 1906 moves --

A-H (Stokely) -- A Boh-Vie; A War-Mos.

ENG (Birsan) -- F NtS-EnC; F Lon (S) F NtS-EnC.

FRA (Scholti) -- A Kie (S) A Bur-Mun; A Hol-Ruh; A Bur-Mun; A Pie-Ven; F Wal-Lon; F EnC (S) F Wal-Lon; F Bre-Mid; F Lyo (S) F Spa(SC)-WMe; F Spa(SC)-WMe.

GER (Naus) -- A Den (S) FRA A Kie.

ITA (Tretick) -- A Mun-Ber (D (Sil, Boh, o.b.)); A Ven-Tri; A Tyo (S) A-H A Boh-Vie; F Nap (S) F Tun-Ion; F Tun-Ion; F WMe-Tyn (D (NAF, Tun, o.b.)).

RUS (Von Metzke) -- A Lvn-Mos; A Rum-Gal; A Pru-Ber; F StP(NC)-Nwy; F Swe-Den; F Ska-NtS; A Bud (S) A Vie; A Vie (S) TUR A Ser-Tri (TUR A Ser N.S.O.) (A Vie (A)).

TUR (Schelz) -- A Ser-Bud; A Gre-Bul; F Bul(SC)-Con; F Aeg (S) A Gre-Bul; F Ion-Tyn (D (Adr, Gre, Alb, EMe, o.b.)); A Smy-Arm.

Propaganda --

FRANCE -- Russia: Stay out of Germany or it means war.

Moscow -- Turkey: We are going north. We are also supporting you to Trieste. Aren't you jazzed?

Turkey -- Russia: Heads up! I mean...heads down!

Rome -- If there be any trust, do what you must.

NSG -- Three Russian fleets!!!

NSG -- No promises have been made, none broken.

Deadline for SUMMER '06 retreats (ITA: A Mun, F WMe; TUR: F Ion) -- Noon, Tues., Nov. 26 (note that FALL moves will be due NLT Dec. 10).

PWC (Regular Diplomacy Game #16) -- LULL IN WAR AS PEOPLES OF EUROPE ENGAGE IN MID-SUMMER REVELS!

SUMMER, 1904 retreat -- ITA (Leitch): F Ion (R) Tyn.

Deadline for FALL, 1904 moves -- Noon, Tues., Nov. 26.

PXC (Regular Diplomacy Game #17) -- AUSTRIA, GERMANY, ITALY FIGHT LONELY WAR AS OTHER NATIONS TAKE A VACATION!

FALL, 1904 moves --

A-H (Schelz) -- A Vie (S) RUS A Bud.
 ENG (Bischoff) -- F Nat (U); F Nwy (U); F Bar (U); A StP (U).
 FRA (Zumstein) -- F Mar (U); F WMe (U); A Bur (U); A Pic (U); A Bel (U).
 GER (Reiter) -- A Ruh-Mun; A Lvn (S) A War-Mos; A Gal-War; A War-Mos; A Pru-Kie; F Bot-Swe; F Bal (C) A Pru-Kie; F Hol-Bel.
 ITA (Beyerlein) -- F Tun (H); A Pie-Tyo..
 RUS (Price) -- A Ukr (U); A Bud (U); F Rum (U); A Mos (U) (D (Sev, o.b.))
 TUR (Hueston) -- A Con (U); F Gre (U); F Ion (U); F Tyn (U); F Tus (U); A Tri (U); A Ser (U).

Propaganda --

Vienna -- Moscow: I hope you realize that I must be crazy to do this.

Supply Centers held at end of AUT '04 (retreat does not affect count) --

A-H -- Vie (stands pat). (1)
 ENG -- Edi, Lvp, Lon, Nwy, StP (may build one unit). (5)
 FRA -- Bre, Mar, Par, Por, Spa, Bel (may build one unit). (6)
 GER -- ~~Bel~~, Ber, Den, Hol, Kie, Mun, Swe, War, Mos (stands pat). (8)
 ITA -- Tun, Ven (stands pat). (2)
 RUS -- Ank, Bud, ~~Mos~~, Rum, ~~StP~~, Sev (stands pat; only 4 units on board). (4)
 TUR -- Bul, Con, Gre, Nap, Rom, Ser, Smy, Tri (may build one; was 1 short last year). (8)

Deadline for AUT '04 retreat (RUS: A Mos) and W'04 builds -- Noon, Tues., Nov. 26.

PYC (Regular Diplomacy Game #18) -- ENGLAND EXECUTES DOUBLE-CONVOY AS BRITISH TROOPS SWARM ASHORE IN HOLLAND, PICARDY!

SPRING, 1904 moves --

A-H (Scholti) -- A Vie-Bud (A).
 ENG (Rosamilia) -- A Edi-Hol; F NtS (C) A Edi-Hol; A Kie (S) A Edi-Hol; A Lon-Pic; F EnC (C) A Lon-Pic; F Bel (S) A Lon-Pic; F Mid-Bre (D (Por, Iri, Nat, Naf, Gas, o.b.)); F Tun-Ion; F Lvp (U).
 FRA (Naus) -- A Por-Spa; F Spa(SC)-Mid; F Bre (S) F Spa(SC)-Mid; A Par (S) F Bre; A Pic (S) F Bre.
 ITA (Reiter) -- F Ion-Tyn; A Ruh-Mun; A Tyo (S) A Ruh-Mun; A Tri (S) A Tyo.
 RUS (R.Johnson) -- F Bla (S) A Rum; A Mun-Bur; A Sil-Mun; A Boh (S) A Sil-Mun; A Gal-Vie; A Bud (S) A Gal-Vie; A Sev (S) A Rum; A Rum (S) A Bud; F Ber-Bal.
 TUR (Levinson) -- F EMe-Ion; F Aeg (S) F EMe-Ion; F Smy-EMe; A Ser-Tri; A Bul-Ser; A Gre (S) A Bul-Ser.

Deadline for SUM '04 retreat (ENG: F Mid) -- Noon, Tues., Nov. 26 (FALL moves will be due NLT Dec. 10).

PZC (Regular Diplomacy Game #19) -- AUSTRIAN, RUSSIAN UNITS SLAUGHTERED AS THEIR LEADERS BASK IN THE SUMMER SUN!

SUMMER, 1903 retreats -- A-H (Gemignani): NMR; GM (E) Retreating A Tri; RUS (McIntyre): NMR; GM (E) Retreating F Nwy.

Deadline for FALL, 1903 moves -- Noon, Tues., Nov. 26.

DBB (Economic Diplomacy I) -- ENGLISH ADMIRAL REFUSES TO BREAK RADIO SILENCE; ALL HANDS LOST AS ENGLISH FLEET SINKS IN ATLANTIC STORM!

SUMMER, 1908 retreats -- ENG (Huff): NMR; GM (E) Retreating F Mid (-2); ITA (Brannan): A Vie (R) Gal (-1).

Financial Situation at end of SUMMER, 1908 --
 (turn page)

DBB (Continued) --

Country	ENG	FRA	ITA	RUS	TUR
On hand at start of SUMMER, 1908	7136 pd	7293 fr	7179 li	7111 ro	788 pi
Retreat costs	-2	-	-1	-	-
1/3 SUMMER investment payoff	745	797	759	737	729
On hand at end of SUMMER, 1908	7179 pd	7390 fr	7237 li	7148 ro	7117 pi

Deadline for FALL, 1908 moves -- Noon, Tues., Nov. 26.

DEE: (Game of Chaos) -- AUSTRIA-HUNGARY (ALTERNATE WORLD A) FIRST COUNTRY ELIMINATED!

MISS-MOVE-ITIS HITS FRANCE, GERMANY, RUSSIA, TURKEY!

The Players -- Doug Beyerlein will take over ITALY eff. WINTER, 1908. Doug, the only difference between Chaos and Regular Diplomacy is that each player writes a set of moves for every player on the board (i.e., seven sets per turn) and sends them all in to the GM, who draws them out of a hat, and moves the pieces on the board according to the moves drawn. The idea is that each player, on his own, has 1 chance in 7 of having his own moves drawn; thru Diplomacy ("you make the moves for me that I want and I'll make the moves for you that you want", o.g.), he can shorten the odds and perhaps tilt them in his own favor, thus increasing his chances of winning. #####
Koning (FRA), Huff (GER), Just (RUS), please advise GM NLT 26 Nov. if you are still playing; replacements wanted, in case. Worlds A & B are simply two different games.

FALL, 1908 moves (Alternate World A) --

A-H (Naus) (by Miller) -- A Bud-Gal; A Sil-Pru.

ENG (Von Metzke) (by Miller) -- F Nwy-Bar; F NtS-Nwg; F Hel-NtS.

FRA (Koning?) (by Naus) -- A Gas-Par; A Bre (S) A Gas-Par; A Mar-Spa; A Naf (U).

GER (Huff?) (by Miller) -- A Pic (S) A Bur-Par; A Bur-Par; A Bel-Bur; A Mun (S) A Bel-Bur; F Ber-Kie; F Bal-Den; F Swe (S) F Bal-Den; F Swe (S) F Bal-Den; A Boh-Sil.

ITA (Miller) (by Miller) -- A Vie (S) A Tri-Bud; A Tri-Bud; F WMe-Spa(SC); F Tun (H); A Pie-Mar.

RUS (Just?) (by Naus) -- A Rum-Ser; A Sev-Rum; F Bla (S) A Arm-Ank; A Arm-Ank; A Gre (S) A Rum-Ser; F StP(NG) (U); A War (U).

TUR (Boskey) (by Miller) -- F Con-Ank; F Smy-Con.

Supply centers held at end of FALL, 1908 (no AUTUMN retreats) --

A-H -- ~~Bud, Gal, Sil~~ (remove two units; only two units on board). (0)

ENG -- Edi, Lvp, Lon (stands pat). (3)

FRA -- Bre, Mar, Por, Spa, ~~Tun~~ (stands pat; only 4 units on board). (4)

GER -- Bel, Ber, Den, Hol, Kie, Mun, Nwy, Par, Swe (may build one unit). (9)

ITA -- Nap, Rom, ~~Tri~~, Ven, Bud, Vie, Tun (may build two units). (7)

RUS -- Ank, Bul, Mos, Rum, StP, Sev, War, Gre, Ser (may build two units). (9)

TUR -- Con, Smy (stands pat). (2)

FALL, 1908 moves (Alternate World B) --

A-H (Naus) (by Von Metzke) -- A Gal (H); A Ukr (H) (D (Mos, o.b.)); F Syr (H) (D (EMe, o.b.)).

ENG (Von Metzke) (by Von Metzke) -- F Bel (S) F NtS-Hol; F NtS-Hol; F Ska-Den; F Nwg-Nwy; A Tun (H).

FRA (Koning?) (by Miller) -- A Por (H); F Spa(SC)-Mid.

GER (Huff?) (by Naus) -- A Gas-Mar; A Bur (S) A Gas-Mar; A Pic-Bel; F Kie-Hol; A Mun-Tyo; A Ber-Sil; A Pru-War; A Sil (U); F Bot (U).

ITA (Miller) (by Von Metzke) -- A Vie-Bud; A Ser (S) A Vie-Bud; F Tri (H); F Apu-Ion; F Ion-Aeg.

RUS (Just?) (by Miller) -- A StP (S) A Fin; A Fin (S) A StP; A Lvn (S) A StP.

TUR (Boskey) (by Miller) -- A Sev (S) A Rum-Ukr; A Rum-Ukr; A Bul-Rum; A Arm (S)

A Smy-Syr; A Smy-Syr.

Supply centers held at end of AUT '08 (retreats may affect count) --

A-H -- ~~Bud, Gal, Sil~~, Vie (remove two units (only 3 on board) unless A Ukr (R) Mos, in which event remove only one unit). (1 or 2)

ENG -- Edi, Lon, Lvp, ~~Por~~, Tun, Nwy, Den, Bel (may build two units). (7)

FRA -- ~~Mar~~, Spa, Por (stands pat). (2)

GER -- Ber, Bre, ~~Den~~, Hol, Kie, Mun, ~~Nwy~~, Par, Swe, War, Mar (stands pat). (9)

DEE (Continued) --

ITA -- Gre, Nap, Rom, Tri, Ven, Bud, Ser (may build two units). (7)
 RUS -- Mos, StP, War (remove one unit, unless A-H A Ukr (R) Mos, in which case remove two units). (2 or 1)
 TUR -- Ank, Bul, Con, Sev, Smy, Rum (may build one unit). (6)
Deadline for AUT '08 retreats (Alternate World B -- A-H: A Ukr, F Syr) and W'08 builds/removals (Both Alternate Worlds) -- Noon, Tues., Nov. 26.

DFE (Miller Nine-Man Game) -- RUSSIAN FLEET REFUSED ASYLUM IN SWEDEN, IS SCUTTLED AS ITS SAILORS MUTINY AGAINST POWERLESS CZAR!

SUMMER, 1908 retreats -- IBERIA (Hoheisel): F Mid (R) Por; RUS (Naus): NMR; GM (E) Retreating F Bot.
Deadline for FALL, 1908 moves -- Noon, Tues., Nov. 26.

DHG (Microdiplomacy I) -- HEAVY FIGHTING ALL ALONG FRONTIER; THREE CENTERS CHANGE HANDS!

FALL, 1907 moves --

FRA (Clark) -- C Tun (H); T Tyn (S) C Tun; T Rom (S) T Tyn; F Nap-Ion; F Apu-Adr; A Tyo-Tri; A Ven (S) A Tyo-Tri; A Pie-Tyo; CC Mun-Boh; C Mun (S) A Ruh-Kie (D (Boh, Ruh, o.b.)); CC Bur-Mun; C Bur (S) C Mun; T Hol (S) A Ruh-Kie; A Ruh-Kie; T NtS-Nwy; F Ska (S) T NtS-Nwy; F EnC-NtS; TT Edi-Nwg; C Lvp-Yor; C Yor (H); F Den-Swe (D (Hel, o.b.)).
 RUS (Prosnitz) -- CC Nwy (S) F Swe (CC Nwy D (Fin, o.b.)); T StP(NC) (S) CC Nwy; TT Kie-Den; T Swe (S) CC Nwy; TT Swe (S) TT Kie-Den; TT Nwg-NtS; T Bal (S) TT Kie-Den; CC Ber-Mun; CC Sil (S) CC Ber-Mun; CC Pru-Ber; C Sil (S) CC Pru-Ber; C War-Pru; A Ukr-Gal; A Sev (S) A Rum; A Rum (S) A Bud; CC Bud (S) CC Vie; C Bud (S) TUR A Tri; CC Vie (U).
 TUR (Hoheisel) -- A Tri (S) RUS CC Vie-Tyo (RUS CC Vie N.S.O.); CC Ser (S) A Tri; C Bul-Ser; CC Bul-Gre; C Gre-Alb; A Syr (H); T Adr (S) A Tri; T Adr-Apu; TT Ion (S) T Adr-Apu; T Alb-Ion; F EMe (S) T Alb-Ion; T Adr (S) TT Ion.

GGM Note -- For the ruling on the Munich situation, see Microdipl dules 2 & 3, DIPSOMANIA #1.

Propaganda -- Paris -- Would you believe next year?

Supply Centers held at end of AUT '07 (retreats do not affect count) --

FRA -- Edi, Lvp, Lon, Hol, Bel, Ven, Rom, Spa, Por, Nap, Tun, Par, Mar, Bre, Mun, Kie, Nwy (either (1) retreat C Mun & F Den & build 2 A's or F's, or (2) fail to retreat F Den, retreat C Mun, & build 3 A's or F's, or (3) fail to retreat both & build 3 A's or F's, or (4) retreat F Den & fail to retreat C Mun & build 2 A's or F's and 1 unit). (16/48)

RUS -- Swe, Den, Ber, Vie, Bud, Rum, War, Xie, Mos, StP, Sev, War, Mun (either retreat CC Nwy-Fin for no change, or retreat Nwy-o.b. & build 2 units). (11/33)

TUR -- Bul, Ser, Gre, Tri, Ank, Con, Smy (stands pat). (7/21)

Deadline for AUT '07 retreats (FRA: C Mun, F Den; RUS: CC Nwy) and W'07 builds/removals -- Noon, Fri., Nov. 29 (to GGM Kuch).

GB-1966XF (Chalker Nine-Man Diplomacy) -- TURKISH ARMY DESERTS AS NATION HEADS TOWARDS ANARCHY!

The Players -- Al Huff (TUR), are you still in game? If so, send FALL moves NLT Nov. 26; anyone interested in taking over TUR, also send FALL moves NLT Nov. 26.
SUMMER, 1911 retreats -- ENG (Mebane): F NtS (R) Edi; F Pic (R) EnC; TUR (Huff?); NMR; GM (E) Retreating A Arm.

Deadline for FALL, 1911 moves -- Noon, Tues., Nov. 26.

PME (Calhamer 5-Man Diplomacy) -- AUSTRIAN FORCES RETRENCH FOR FALL CAMPAIGN!

SUMMER, 1907 retreat -- A-H (Schelz): A Tri (R) Ven.
Deadline for FALL, 1907 moves -- Noon, Tues., Nov. 26.

DIPLOMANIA Supplement ---- NFFF Games Bureau Diplomacy Division ---- Issue Number 2
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The Journal of HYPERECONOMIC DIPLOMACY (Postal Diplomacy Game DMK) -- This is WAR!!

The Rules and Board -- The rules and board were published in DIPLOMANIA 19/20, with revisions and suggested revisions published in AUX ARMES! #1 (and also in DIPLOMANIA 21). All players should have now received both the basic rules (in some cases, extracted from DPMA 19/20) and the revisions. Players are reminded that they have until December 15 to comment upon the proposed revisions, before a finalized version is drawn up.

The Players -- A roster (minus countries, which will not be drawn and announced until after Dec. 15, so as not to influence the rules discussion) was published in AUX ARMES! #1. Add phone no. for Cowan: 205-355-0960. (Phone no. still needed for Evans. Also note that Cowan and Huff have paid, so all players are now paid up. Only replacement player so far is George Schelz (140 W. 238 St., Apt. 2D, Bronx, N.Y., 10463). No non-playing members of World Body as of yet. Country choices have recently been received from Reiter, Gemignani, Bobker, Johnson, and Cowan -- so only Clark, McIntyre, Porter, Evans, Hueston, and Just remain to submit the requested list of country-preferences. (Deadline for list, Dec. 15 -- or you will have to trust to chance for one of the countries remaining after everyone else has had his choice.)

Suggestions from Bobker for a world Deliberative Body -- ((Comments, please--GM))

"WORLD BODY (WB) Make up a better name!"

"Organization:

1. A secretariat -- the secretary-general or bossman -- one man to generally run things, tabulate votes, publish the results, make up the agenda, announce sanctions, handle police forces (the GM?).

2. A general administrative council (GA) -- 5 members; 2 Major Powers, 1 Outside Power, 1 Major Neutral, 1 Minor Neutral. The members would be chosen on a rotating basis from all members for terms of 1 year. The grouping should encourage various class and regional associations. This group would recommend matters to the main assembly but could take no action on its own. It would also handle day-to-day matters that are beyond the scope of the secretary general. No Veto!

3. The main assembly -- all members -- each has one vote, debates and votes on all matters on agenda -- can bring up matters not on agenda by having 40% of all members requesting the bossman to place the matter on the agenda.

"Membership:

All nations belong to the WB. Membership may be terminated by: 1) missing two consecutive votes (The Bossman can accept and publish acceptable (in his view) excuses for missing a vote; those votes missed will not be counted against the nation), 2) not paying your entire assessment for the past year.

"Agenda:

An agenda is formed every season by the GA. The GA may place any matters it wishes on the agenda. Agenda published by Secretariat.

"Debate:

Debate occurs via propaganda -- a vote occurs two seasons after a matter is placed before the Main Assembly. Voting is conducted by the Secretariat, i.e., each member nation mails the Bossman his vote before a set deadline. (Phoning votes might be a royal pain.)

Various actions possible: Resolutions -- require a majority vote. Police Actions -- 2/3 vote. Sanctions -- require majority vote.

Possible votes: For, Against, Abstain.

"Some definitions:

Resolutions -- may apply to almost anything -- war, peace, love, death. Do not have to be obeyed.

Sanctions -- Total loss of foreign trade (Industrial and agricultural) may be imposed for aggressions or political ends or views. If not obeyed by ALL members within two game seasons, those members disobeying have the sanctions applied to them.

Police Actions -- The world body may raise military forces to stop aggressions if the members so desire. It may also station military forces on borders between nations. ##### In the case of Police Actions, forces are to be raised by the Secretariat from among the Major Powers -- no more than 1 corps per nation. Reasonable judgment should be exercised in picking which countries supply troops. If the unit supplied is taken from existing forces, the WB assumes all costs for it until it is returned. However, the supplying country makes up manpower losses. If the nation chooses to raise a new unit it must pay 3/4 the cost and the WB assumes 1/4 of the cost plus all operating expenses. Odd factors rounded in favor of the WB. ##### The Bossman uses these military forces so as to best carry out the Main Assembly's wishes. ##### If holding between two nations as a peace-keeping force, the WB unit "stands" unless one nation attacks the other. In that case the WB unit is considered "holding" in the face of the attack (in addition to whatever other military units of the attacked nation which are resisting). ##### In these stationary actions -- the WB units are considered everywhere and anywhere on the border between the potential belligerents.

"Costs:

Assessments are based directly on population. They are assessed yearly. They should be absolutely minimal and may be satisfied by any combination of gold, industrial or agricultural factors (1 gold = 2 industrial = 3 agricultural). Special costs, Police Actions, rate special assessments. The WB may not invest in Switzerland. Member nations might be required to pay a slight US cash amount to help defray real operating expenses."

((So that the non-playing nations might have some way to pay their WB "dues", they would have to be assigned a certain amount of resources -- should they be allowed to participate in the game in an economic sense with their resources, or should these resources be only for use in the WB functions? -- GM))

Other comments by Bobker --

"I like the idea of requiring garrisons in captured lands -- much more realistic. Something like one unit per entire major country or better yet per 10 or 15 manpower factors captured, sounds good. Of course, the garrison must be placed in a specific province for those of us in exile.

"Modification of rule 15 is a distinct improvement.

"Rule 42 -- Improvements good.

"Rule 43 -- Revision makes it much better than it was.

"Rule 46 -- Excellent rule.

"Rule 49 -- 2 manpower factors per season? Isn't that a lot of mercenaries to be specific? Too many!

"Rules 51 & 52 -- I love 'em!!!!!! . . ."

Comments by Cowan --

"I do not have that many suggestions at the moment on the rules but I go along with the rules and revisions you sent me. I am in favor of a world council and I suggest that you model it on the U.N. It would be extremely interesting with the Security Council, General Assembly, peace-keeping forces, etc. (I am assuming that the game is going to be an actual world; I wish that you would stress that point . . .) ((Consider it stressed -- GM))

"Another point: A world bank to loan factors of all types (except manpower) which would represent foreign aid by U.S. and other non-European countries; you could even have an extra player to be the banker. ((Such a bank could be set up by the WB; activities by "non-playing" individual countries would depend upon whether the "non-players" were allowed to enter the game economically other than as a part of the WB -- but if the WB did set up such a bank, the individual countries could, in any event, participate as heavily as their resources and the WB rules allowed.--GM))

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